

Abstract.

The game is conducted on a flat surface, for example, a floor, with flat pieces which depict warriors, war animals, standards, weaponry, military equipment and fortifications, each typical to a corresponding historical period. The opposing players take turns during which they imitate the shooting using models of projectiles and a special device, and movement of game pieces. When a physical contact between opposing units occurs, hand-to-hand combat takes place, which is decided by a throw of standard playing dice. The rules for administering a battle military action and rules for evaluation of military actions regulate the manner in which the game is carried out according to a chosen historical period and serve in eventual determination of a winner.

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